

# GDN2112 : Scripting for Designers II

Scripting for Designers II builds on students'™ previous course work and knowledge gained in programming and scripting. Students will continue to develop their familiarity with the technical structure underlying games. They will explore the advanced use of a game engine and arrange complex data structures such as vectors, queues, and dictionaries. Tools and processes involving game cameras and game animations will be covered.

**Credits** 4